DEAD SPACE™ 2
MATURE 17+
M
CONTENT RATED BY ESRB
VISCERAL GAMES™
EA™

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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INSTALLING THE GAME

NOTE: For system requirements, see the readme file.

To install (disc users):

Insert the disc into your disc drive and follow the on-screen instructions.

If the Autorun menu does not automatically appear, launch the installer manually in Windows® 7, Windows Vista®, or Windows® XP by opening **Start > Run**, typing **D:\AutoRun.exe** in the text box, then clicking OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

Once the game has installed you can launch it from the game's AutoRun menu or by locating the game through the **START** menu.

To install (EA Store users):

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

To install (third party online users):

Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy.

STARTING THE GAME

To start the game:

Games on Windows Vista or Windows 7 are located in the **Start > Games** menu and on earlier versions of Windows in the **Start > Programs** (or **All Programs**) menu. (EA Store users must have the EA Download Manager running.)

NOTE: In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.

www.deadspacegame.com

COMPLETE CONTROLS

SINGLE PLAYER GAMEPLAY	
Move	**W/A/S/D**
Activate Zero-G	ALT
Look / Aim	Mouse
Locator	**B**
Reload	**R**
Action / Confirm	**E**
Quick Heal	**Q**
Telekinesis	**F** (while aiming)
Recharge Stasis	**C**
Stasis	**C** (while aiming)
Run	Left Shift/Right Shift
Stomp	SPACE
Aim	Right Click/Caps Lock (Toggle)
Melee	Left Click
Fire Weapon	Left Click (while aiming)
Alt. Fire	SPACE/MOUSE3
Choose Weapon	**1/2/3/4**
Pause Menu	**ESC**
RIG	**TAB**

PLAYING *DEAD SPACE 2*

ISAAC

In *Dead Space 2*, you join Isaac Clarke, the Systems Engineer from *Dead Space*, as he wakes up three years after the horrific events on the USG Ishimura. The Ishimura was a Planetcracker-class starship besieged by grotesque reanimations of its dead crew, known as "Necromorphs." After unearthing a strange artifact known as the Marker, Isaac finds himself on the Sprawl, a giant space station in orbit around Saturn. Unable to remember how he got here and plagued with demented visions of his dead girlfriend Nicole, he must survive another nightmarish outbreak of Necromorphs as he fights his way towards an answer he hopes will end all the chaos.

HUD

Dead Space 2 does not utilize a traditional heads up display to deliver vital information. Rather than using life meters or ammo counts, all of the information you need to know is displayed on-screen via a series of in-game indicators.

Foremost amongst the indicators is Isaac's RIG. The RIG is a part of Isaac's suit and provides valuable data via several signals. When all of the lights down Isaac's back are lit and blue, you are in good health. As the lights change to yellow and then red, you are losing health and close to dying. Find and use a med pack to heal yourself before it's too late. On Isaac's right shoulder is your current Stasis charge. As you use Stasis, this charge decreases. Recharge it with Stasis Packs. Stasis will also recharge slowly over time.

Your ammo is displayed on top of your currently equipped weapon when aiming. When this counter turns orange, you are running low on ammo and should reload. When the counter turns red, your clip is empty and you must reload. Isaac will reload automatically if he has another clip for that weapon. When there are red bars on the top and bottom of the counter, it means you have no more clips in your inventory.

RIG

Activate the RIG Holotech Inventory System to view an in-depth report on your progress and status. You can access the Inventory, Mission, and Database sub-menus from the RIG.

INVENTORY

View your weapons, key items, suit status, number of nodes, and credits from the inventory. You can use (when available) or drop items from this menu, as well. Dropped items will appear in the world and can be picked up again if desired.

MISSION

View your current objectives and personal journal. Completed objectives are highlighted in green, while incomplete ones remain blue. Highlight an objective to view further details, when available.

DATABASE

Listen to the audio and video transmissions you have picked up over the course of the game, sorted by chapter.

TUTORIALS

You may view tutorials to familiarize yourself with vital game mechanics.

ZERO-G

Occasionally, you will be required to take part in zero gravity activities. In zero gravity action, you will float above the ground and be able to maneuver in all directions. Moving forward, backward, and sideways works just as it does under standard gravity, but you now have the ability to essentially "fly" upwards or down. In combat situations, take advantage of your newfound mobility by locating new vantage points to take on the Necromorphs from relative safety. You can also use Boost to move quickly in situations where speed is preferable to control. If you get disoriented, press Left Shift/Right Shift to re-orient yourself so your head is up relative to the floor.

GAME SCREEN

MAIN MENU

Single Player	Continue a previously saved game, begin a new game, enter a New Game+, or view a summary of the original *Dead Space*.
Multiplayer	Get online and strategically dismember your friends.
Settings	Adjust Audio, Visuals, Controls and Difficulty.
Extras	Enter codes to redeem content or view the credits.
Exit Game	Quit game and exit to computer desktop.

PAUSE MENU

Checkpoint Restart	Return to last achieved checkpoint. All unsaved progress past that checkpoint is lost.
Settings	Adjust Audio, Visuals, Controls and Difficulty.
Tutorials	Review gameplay tutorials.
Quit	Quit and return to the main menu.

SETTINGS

Audio	Change the volume of the music, voice, or sound effects. Change speaker setup or toggle subtitles ON or OFF.
Visuals	Adjust the brightness, resolution, v-sync, fullscreen and graphics quality settings.
Controls	Invert the x- or y-axis, toggle vibration ON or OFF, change sensitivity, adjust aiming style, toggle aim assist ON or OFF, or customize controls.
Difficulty	Select CASUAL, NORMAL, SURVIVALIST, ZEALOT, or HARD CORE. Hard Core is only unlocked after completing *Dead Space 2* once.

Upon loading up the game for the first time, you will be prompted to adjust your brightness settings. After this, to adjust the brightness you will need to go to the A/V options inside the Settings menu.

STORE

View your current Credits and Nodes, shop for new weapons, ammo, and upgrades, view your inventory, or move items to your Safe.

SHOP

Upload weapon schematics to upgrade your arsenal, med packs, ammo, and upgrades for your suit.

INVENTORY

View and sell items in your inventory.

SAFE

Move items from your inventory to the Safe to free up space. The items in your safe can be accessed from any Store location.

BENCH

Use the bench to upgrade your suit and weapons. You can increase your hit points, boost your Stasis capacity, increase the firing power of your weapons, or even unlock special abilities for your weapons. Upgrading requires Nodes, so keep an eye out for Nodes hidden in boxes.

WEAPONS

In order to survive in *Dead Space 2*, your most effective technique is to strategically dismember your enemies. Use these weapons to get the job done.

PLASMA CUTTER

This high-energy mineral cutter is the first weapon you find and one of the most reliable. Activating the alt-fire alters the angle of the energy that it fires, so it can be fired horizontally or vertically. Use the alt-fire to efficiently sever specific limbs from your enemies.

LINE GUN

This wide-beamed slicer does a fantastic job of severing limbs. It slowly travels in a straight line after being fired, and can pass through enemies to hit those behind the target. Activating its alt-fire sends a timed mine into the field. After a few moments, it blinks and explodes, destroying anything in the surrounding area.

PULSE RIFLE

This military-grade assault rifle has a high rate of fire. Use this weapon when facing several enemies at once. With careful application of firepower, this weapon can clear a hallway in seconds. The alt-fire is a grenade launcher.

JAVELIN GUN

The Javelin Gun uses javelins for penetrative survey work. These javelins pierce and impale enemies, and using the alt-fire causes an electrical shock to be activated from the last javelin fired.

FLAMETHROWER

This Hydrazine industrial torch's commercial uses have fallen by the wayside, but the flamethrower is remarkably effective against enemies. The alt-fire launches a lit fuel canister a short distance, which then explodes after a brief delay. New mining technology allows airless use.

SEEKER RIFLE

The Seeker Rifle is a riot control device that is meant for accuracy at long-range. It packs a punch but is slow to reload. Use the alt-fire to zoom in with the scope for even greater damage.

DETONATOR MINES

Detonator Mines are sensor-tripped mining charges that can be placed onto any surface. Activating the alt-fire deactivates the charges, allowing them to be safely retrieved for later use.

FORCE GUN

The Force Gun is a short-range kinetic booster device that was used originally for clearing surfaces of dust and debris in the vacuum of space. Use the alt-fire to activate a focused force beam that can rip the limbs off almost anything.

CONTACT BEAM

A heavy-duty energy pulse device, the Contact Beam is used for commercial destruction where a powerful but focused explosive force is needed. The alt-fire delivers a ground-clearing blast around the user.

RIPPER

The Ripper uses a built-in TK module to project and hold a circular titanium saw blade spinning at high RPM in front of the user, useful for all cutting jobs, delicate or otherwise. Alt-fire ejects the blades in a straight line for long-distance cutting.

SUITS

All the suits are intended to mitigate the dangers of working in space, and enable the wearer to survive for varying lengths of time in raw vacuum. All of the suits are equipped with maneuvering thrusters for use in zero gravity conditions and carry 120 seconds of breathable air, minimum. The suits vary in their Inventory capacity, damage protection, and special properties. Certain suits even have bonuses.

CEC ENGINEERING SUIT

This basic suit covers all the needs of the space-faring engineer. Its ribbed armor offers damage protection of 5% and has space for 10 items.

EARTHGOV SECURITY FORCES SUIT

This suit features lightweight state-of-the art protective armor, and is resistant to concussive damage and lacerations. It offers damage protection of 10% and can carry 15 items. As a bonus, your Pulse Rifle receives a 5% damage increase.

CEC VINTAGE SUIT

The Vintage suit is a beloved throwback to the days when protective materials relied on mass rather than technology. Sturdier than even modern suits, it offers damage protection of 15% and can carry 20 items. As a bonus, you receive a discount of 10% on all items in the Store.

ADVANCED PROTOTYPE SUIT

The Advanced suit relies on classified technology and is intended for elite forces in dangerous situations in the harshest of environments. It has damage protection of 20% and can carry 25 items. As a bonus, your Stasis recharge time is decreased by 10%.

PLAYING ONLINE

INTERNET CONNECTION, ONLINE AUTHENTICATION AND ACCEPTANCE OF END USER LICENSE AGREEMENT REQUIRED TO PLAY. ACCESS TO ONLINE SERVICES AND OR FEATURES REQUIRES AN EA ACCOUNT AND GAME REGISTRATION WITH THE ENCLOSED ONE-TIME USE SERIAL CODE. REGISTRATION IS LIMITED TO ONE EA ACCOUNT PER SERIAL CODE, WHICH IS NON-TRANSFERABLE ONCE USED. EA ONLINE PRIVACY POLICY AND TERMS OF SERVICE CAN BE FOUND AT WWW.EA.COM. YOU MUST BE 13+ TO REGISTER FOR AN EA ACCOUNT. GAME USES SOLIDSHIELD CONTENT PROTECTION TECHNOLOGY. (WWW.SOLIDSHIELD.COM). GAME CAN BE PLAYED ON UP TO FIVE COMPUTERS AT THE SAME TIME; USERS CAN MANAGE WHICH COMPUTERS ARE AUTHORIZED OR DE-AUTHORIZED TO PLAY GAME. VISIT HTTP://ACTIVATE.EA.COM/DEAUTHORIZE/ FOR MORE INFORMATION ON DE-AUTHORIZATION. EA MAY PROVIDE CERTAIN INCREMENTAL CONTENT AND/OR UPDATES FOR NO ADDITIONAL CHARGE, IF AND WHEN AVAILABLE.

EA MAY RETIRE ONLINE SERVICES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM/2/SERVICE-UPDATES.

PLAYING *DEAD SPACE 2* ONLINE

Quick Match	Jump into a multiplayer match with friends and strangers.
Character Setup	Adjust your weapons and suit.
Leaderboard	View the top performers in *Dead Space 2*.
Friends List	View your *Dead Space 2* friends list and invite friends to join a game.
Create Playgroup	Join a posse of up to four players.

HUMAN CONTROLS

Move	**W/A/S/D**
Look / Aim	Mouse
Locator	**B**
Reload	**R**
Action / Confirm	**E**
Quick Heal	**Q**
Telekinesis	**F** (while aiming)
Stasis	**C** (while aiming)
Run	Left Shift/Right Shift
Stomp	SPACE
Aim	Right Click (hold)/CAPS LOCK (Toggle)
Melee	Left Click
Fire Weapon	Left Click (while aiming)
Alt. Fire	MOUSE3/SPACE (while aiming)
Choose Weapon	**1/2/3/4**
Online Menu	**ESC**
Scoreboard	**TAB**

NECROMORPH CONTROLS

Move	**W/A/S/D**
Look / Aim	Mouse
Jump/Sprint	SPACE
Drop / Toggle Wall-Walk	**F** (Lurker only)
Run	Left Shift/Right Shift
Aim	Right Click (hold)/Caps Lock (toggle)
Melee	Left Click
Grapple	**E**
Fire	Left Click (while aiming)
Online Menu	**ESC**
Scoreboard	**TAB**

CHARACTER SETUP AND PROGRESSION

As you play *Dead Space 2* online, you earn experience points. As these points build, and you gain experience levels, you unlock new and improved weapons or abilities. Create a load-out that best serves your style of play and go wild.

PLAYGROUPS

A playgroup is a private group of players. Once you join a playgroup, you will be placed on teams with your comrades when possible. Playgroups allow you to have a small party of friends and allies that stick with you over the course of your multiplayer session.

MAPS

Every map has its own specific feel and gametype. Playing the maps reveals a story for each specific map, whether players have to escape from destruction or prepare for an oncoming attack.

SOLAR ARRAY

The Human team has orders from Tiedemann to deliver the firing coordinates to the Solar Array. The Solar Array will allow the humans to utterly destroy the Necromorphs.

FUEL CORE

The Human team is on a mission to eradicate the Necromorphs by detonating the fuel core.

MARKER LAB

The scientists have been conducting experiments with markers and corruption in the government sector labs. These experiments must be shut down. The Human team must destroy the marker experiments to keep them from falling into the wrong hands.

TITAN MINES

Trapped in the Titan Mines and surrounded by Necromorphs, Tiedemann's security forces must attempt to stop the outbreak by constructing a Shockmine. The Necromorphs swarming all over the mines must hold back the security forces and destroy them.

ESCAPE

On this infested ship docked near the Sprawl are several humans who must escape via the escape pods. Between the humans and salvation, though, are the Necromorphs, who just have murder on their minds. The humans must evade and eliminate the Necromorphs if they expect to survive.

PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
  For NVIDIA video cards, visit www.nvidia.com to locate and download them.
  For ATI video cards, visit www.ati.amd.com to locate and download them.
- If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

This game uses the following TCP and UDP port(s) for Internet play:

TCP ports: 80, 443, 9988

UDP Ports: 9570, 3659, 6000

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

YOU PLAYED THE GAME. NOW PLAY THE MUSIC.
EA SOUNDTRACKS AND RINGTONES
AVAILABLE AT WWW.EA.COM/EATRAX/

TECHNICAL SUPPORT

If you have trouble with this game, EA Technical Support can help.

The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with the game already installed):

Windows Vista and Windows 7 users, go to **Start > Games**, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

To access the EA Help file (without the game already installed):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (If the My Computer icon is not visible on your desktop, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select OPEN.
4. Open the **Support > EA Help > Electronic_Arts_Technical_Support.htm** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

http://support.ea.com

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

TECHNICAL SUPPORT CONTACT INFO

If you need to talk to someone immediately, call our Technical Support team (Monday through Friday 8 AM – 5 PM PST):

Telephone: US 1 (650) 628-1001.

NOTE: No hints or codes are available from Technical Support.

Website: http://support.ea.com

Mailing Address: EA Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

LIMITED 90-DAY WARRANTY

NOTE: The following warranties only apply to products sold at retail. These warranties do not apply to products sold online via EA Store or third parties.

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

Returns Within the 90-Day Warranty Period

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
9001 N I-35 Suite 110
Austin, TX 78753

Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved.

Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit http://techsupport.ea.com.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

Mailing Address: Electronic Arts Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

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- Exclusive news and promotions.
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- Plus other rewards.

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